






Hanna Karlsson
3D-artist

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 Hannaskarlsson

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 Gothenburg, Sweden

“ I am an ambitious and versatile Visual Artist based in Gothenburg, with a diploma in Computer Graphics Design. With a strong technical foundation and a passion for visual storytelling, I offer a broad skill set across both real-time and offline 3D workflows. I am proficient in a range of industry-standard tools, including Unreal Engine, Blender, VRED, Substance Designer, Nuke, and Photoshop, and I am confident working in both node-based and traditional environments.

My experience spans the entire production pipeline—from initial storyboarding to final post-production—giving me a comprehensive understanding of visual development from concept to completion. My approach to work is driven by curiosity, creativity, and a commitment to collaboration. I thrive in team settings where open communication and shared goals are essential, and I take pride in contributing to a positive, solution-oriented environment.

Outside of my creative work, I volunteer as a stable supervisor and youth leader at Göteborgs Fältrittklubb. In this leadership role, I coordinate activities and help foster a safe, inclusive space for young riders. This experience has strengthened my organizational and interpersonal skills while deepening my understanding of patience, pedagogical methods, and leadership.

As a Visual Artist, I'm excited to bring my collaborative mindset and proactive attitude to a creative environment where I can continue to grow both professionally and personally. I look forward to contributing my skills and energy to a team that values creativity, teamwork, and continuous learning—while working together on meaningful and visually engaging projects.

SOFTWARES

- Unreal Engine
- Perforce (version control)
- Blender
- Autodesk Vred
- Adobe Substance Designer
- Adobe Photoshop
- Adobe After Effects
- Foundry Nuke
- SideFX Houdini
- xTex (material scanning)
- Catia Composer
- Autodesk 3Ds Max
- Chaos V-ray

BASIC KNOWLEDGE

- Marvelous Designer
- Adobe Substance Painter
- Chaos Vantage
- SolidWorks
- Fusion 360
- SketchUp

PERSONAL QUALITIES

- Driven
- Curious
- Dependable
- Respectful and Supportive

SOFT SKILLS

- Active Listening
- Resourcefulness
- Growth Mindset
- Collaborative

WORK EXPERIENCE

- AFRY Experience Studios - House of Visualisation, Gothenburg**
Junior Visual Artist
September 2023 - Present
Full-time
Consultant role, mainly on-site long-term assignments at various clients.
- Volvo Cars - User Information, Gothenburg**
Visual Designer
October 2024 - Present
Full-time, on-site consultant thru AFRY
As a Visual Designer at Volvo Cars, I create clear, engaging visual content that helps both customers and service technicians better understand in-car functions and advanced technologies. My primary focus is educational animations developed in Unreal Engine—translating complex technical concepts into accessible, visual storytelling. I also produce technical illustrations for manuals and imagery that visualizes part integration, etc.
- Lynk&Co Design, Gothenburg**
VR Visualization Artist
September 2023 - September 2024
Full-time, on-site consultant thru AFRY
Led immersive design presentations and managed multiple VR projects supporting decision-making across all design teams (Exterior, Interior, CMF, HMI). Regularly conducted VR reviews for senior management, both on-site in Sweden and remotely with top management in China. Served as sole VR lead on key vehicle projects including the Lynk & Co 02, 08 facelift, and contributed to the Z10.
Key responsibilities:
 - Managed 2–3 concurrent VR projects at various design stages
 - Prepared and optimized CAD data for VR reviews using Vred
 - Integrated UX/HMI/light components into virtual environments
 - Acted as material lead, collaborating closely with the CMF team on current and future physical material and digital shader development. Scanned and digitized CMF samples using Vizoo, XTex, and Substance Designer.
- Axfood AB, Eksjö**
Willys store employee
June 2022 - August 2023
Reoccurring summer job
Store employee specializing in online grocery shopping. Proficient in processing and packing online orders, coordinating deliveries, and ensuring a seamless shopping experience for customers. Possesses strong customer service skills.
- Eksjö Municipality - Health Integration and Work, Eksjö**
Mentor/supervisor for 65 youths
June 2021 - September 2021
Full-time
Guided and supervised 65 youths in cultivating skills for gardening, janitorial tasks, and related responsibilities, fostering practical knowledge and personal development through mentorship and hands-on training. Additionally, I was responsible for planning all day-to-day activities.

LANGUAGES

Swedish | English

DRIVING LICENSE

Category B (Manual and Automatic)

REFERENCES

References available upon request.

EDUCATION

- **YRGO, Higher Vocational Education Diploma**
Computer Graphics Design - Product visualization
2021-2023, Gothenburg
- **Eksjö Gymnasium, Higher Education Preparatory Diploma**
Technology Programme, Design- and product development
2018-2021, Eksjö

INTERNSHIPS

- **AFRY Experience Studios - House of Visualisation, Gothenburg**
3D artist
February 2023 - June 2023
During my internship at AFRY, I aimed to broaden my skills in visualization, acquiring proficiency in Blender, Substance Designer, and Marvelous Designer. I contributed to customer projects and actively engaged in an in-house initiative named Out Of Office, focused on outdoor-related design, collaborating closely with designers within AFRY Experience Studios as part of the design process.
- **Vintr Productions AB, Gothenburg**
3D artist
September 2022 - December 2022
During my internship at Vintr, my main focus was the automotive industry. I undertook diverse assignments to grasp the essentials of automotive visualization, engaging in both client projects and personal endeavours centred around visualizing cars. As a 3D artist, I navigated tasks using software such as Houdini, 3Ds Max, V-ray, and Nuke, primarily within live projects.

COURSES

- **Substance course by Adobe**
Led by Adobe, held in association with AFRY Experience Studios
September 2023
Led by experts from Adobe and tailored specifically for Experience Studios, the course focused intensively on texturizing in the Adobe Substance suite, utilizing software such as Sampler, Designer, and Painter.
- **Entrepreneurship (Ung Företagsamhet)**
Course code ENTENR0
2019-2020, Eksjö
During one academic year, I co-founded and operated a UF company alongside two fellow students, serving as the financial and product design supervisor.
- **CAD 1, 2 and 3**
Course codes CADCAD01-03
2019-2020, Eksjö
CAD-courses with SolidWorks as the primary software.